Game Design Summary Example for IMS212

HEALER

Example of team presentation Design Summary
By Lindsay Grace (include all team member names)

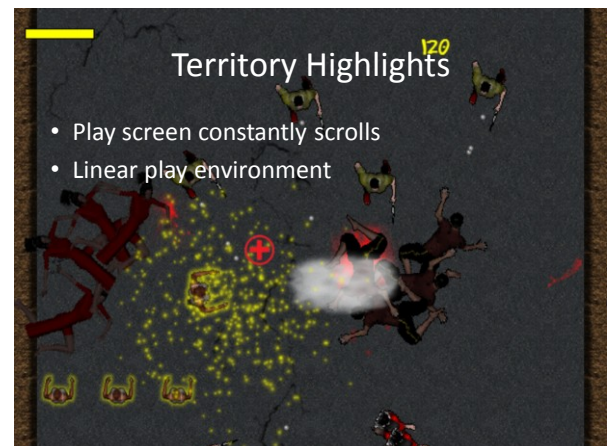Video of Game Provided here

Competition Highlights

- Player must un-shoot as many victims as possible without dying themselves
- Partial success is indicated by number of victims healed
- Players must also prevent victims from being shot again
- Scores indicates number of heals attempted, total people successfully healed, and total score (attempts, bullets pulled and healed)
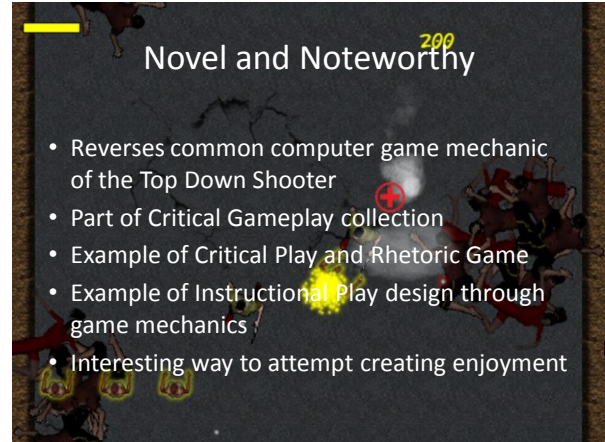
Rules Highlights

- Player must use reticule to aim heal and pull bullets
- Player can't harm anyone
- Player block bullets with their own body, but they will take damage

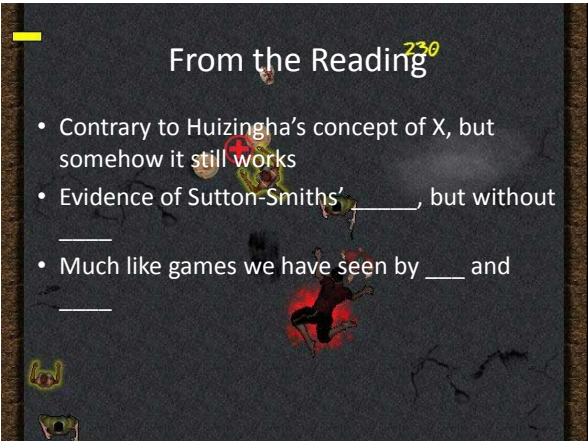- Situation: Player is undoing historical massacres

Implements Highlights

- Player Avatar and bullet-pulling reticule
- Game uses mouse and keyboard control

Territory Highlights

- Play screen constantly scrolls
- Linear play environment

Inventory Highlights

- Player accrues bullets removed
- Player accrues heal attempts and heal successes
- Player has 3 lives initially

Novel and Noteworthy

- Reverses common computer game mechanic of the Top Down Shooter
- Part of Critical Gameplay collection
- Example of Critical Play and Rhetoric Game
- Example of Instructional Play design through game mechanics
- Interesting way to attempt creating enjoyment

From the Reading

- Contrary to Huizingha's concept of X, but somehow it still works
- Evidence of Sutton-Smiths' _____, but without ____
- Much like games we have seen by ___ and ____

Questions?

PULL BULLETS FROM

Tips:

- Find extreme successes for clarity
- Discuss the design and play experience (this is not a game review)
- Highlight
- Choose your examples video/screens carefully
- Bring class readings, topics into your presentation
- Limit presentation to 5-7 minutes